MAX PAYNE

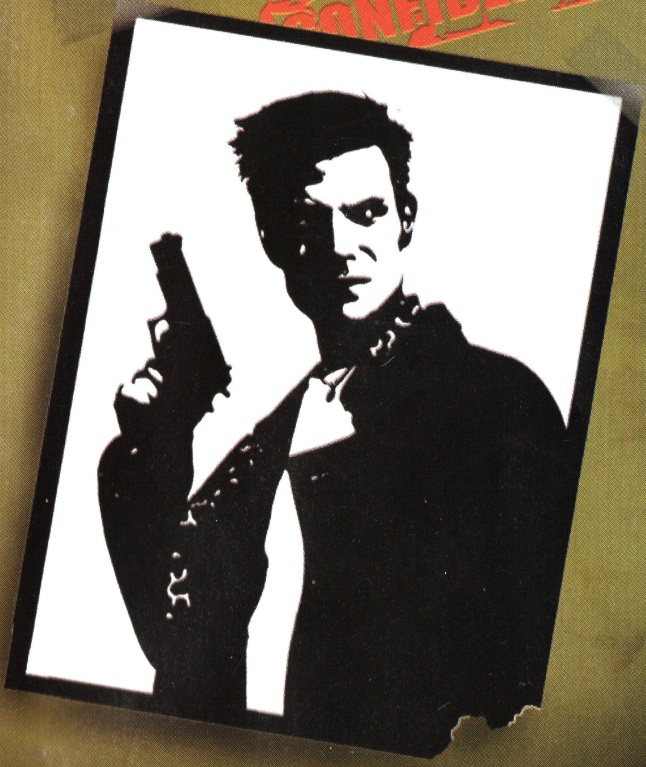
OFFICIAL POLICE DOSSIER

Payne, Max CODE: 187

FILE NO. 100-042581

Serials: 1-60 NYPD

CONFIDENTIAL



MAX PAYNE™

TABLE OF CONTENTS

PROLOGUE	4
GETTING STARTED	8
SYSTEM REQUIREMENTS	8
INSTALLING THE GAME	8
START-UP AND OPTIONS MENU	9
MENUS AND INTERFACE	14
CONTROLLING THE GAME	18
THE GRAPHIC NOVEL	20
THE GAME WORLD	22
WEAPONS SNEAK PEEK	22
MAX'S HEALTH	23
BULLET TIME	24
SHOOTDODGING	25
DODGING	26
CINEMATIC SHOTS	26
PARENTAL LOCK	26
DIFFICULTY AND ADDITIONAL GAMEPLAY MODES	27
GENERAL GAMEPLAY TIPS	28
CREDITS	30
THANKS	35
TECH SUPPORT	36
SOFTWARE LICENSE AGREEMENT	36

THANKS FOR BUYING THIS GAME!

Max is not your typical hero - a hero has a choice whether or not to risk his life. Max is simply trying to fight his way out of an impossible situation. Life dealt him a bad hand. But a good poker player can turn a bad hand into a winner.

Among the many innovations of this game is Bullet Time gameplay. It adds an entirely new dimension to action games, the dimension of time itself. We're not going to explain why Max can shift time in his favor, maybe he enters a state of high concentration, like a fully focused athlete in the "zone," and for him time seems to slow down, with adrenaline pumping through his veins forcing his body into a higher gear. The bottom line is that Max can do it, and it's one of the most fun gameplay innovations in the 3D action genre. Use this feature often, as it will save your butt!

You'll notice, too, that the story in Max Payne has not been shortchanged. It's integral to the action and enriches the entire game experience. The story is presented in many ways throughout the game, but most often through the game's graphic novel system. No other 3D action game has used this graphic novel approach, which we believe adds a depth to the story not possible by other methods. We hope you'll agree.

Finally, Max Payne is the first action game that actually monitors your ability to play, and auto-adjusts the difficulty level to match your playing ability.

Max Payne took a long time to make, and the dedication and talent of a lot of people, who devoted much of their lives to this long project. But to a person, everyone involved with this game is proud of the resulting accomplishment. And more important, we hope you'll enjoy it as much as we think you will.

Oh, and don't worry, you'll be seeing more of Max in the future. Dimension Films and Collision Entertainment are teaming up to make a feature film based on Max Payne, and further adventures of this character are already in the works.

Thanks again!
Remedy and 3D Realms Entertainment

PROLOGUE

In the backseat of a moving car, I am cut loose from the city. It watches me pass with sharp neon eyes. The night has gilded the skyscrapers in silver. Every brick wall is covered with graffiti. The image of a green "V" with a syringe in the middle, repeated over and over. V for Valkyr. The Drug. The red and blue of the police car's lights flash on the white snow.

Something goes clank in the night, and the sound is close enough to a gunshot to take me back to the beginning. My last meeting with Alex before I went undercover. Sitting in a crummy diner opposite me,

he had grinned, a friendly bear, but I had seen it in his eyes. We hadn't been on the side of the winners in a long time. He was playing it safe, talking shop:

"To get to the source, we need to get to Jack Lupino. For that, you need the trust of the small-timers in the Punchinello family. Joey and Virgilio Finito. Lupino's number one man, Vinnie Gognitti. All the wiseguys."

It must have been there. The sign of things to come. Clear in the fear in Alex's eyes, in the darkness of the coffee I was drinking, in the way my Beretta dug painfully into my side. But we were blind to it then, closing our eyes to it. Refusing to see. Later that night, Max Payne as a DEA special agent was erased from the vast network of databases, and replaced with a new version of me: Max Payne, the career criminal with a mile-long rap sheet.

A couple of days ago it had all come crashing down. The bad things came, like a winter storm. Pushed

over the edge, I found myself in that cold no-man's land between right and wrong. No road-signs. On a crash-course with the Mafia. With nothing to lose. The NYPD was trailing me by the dotted line of empty shell casings that I left behind. I was trying to look for the answers, but every gunshot, instead of closure, was just a hole with more questions leaking out. A spreading labyrinth of questions, like a pool of blood spreading on the snow.

The car stops in the traffic lights. Outside, the light paints snow red, like the whole city was in flames. But inside, in the shadows of the car, it's all done in blues. I know I'm lying to myself. No amount of painkillers can keep this ache away. No lie can hide it. I'm not really in the backseat of this car. It didn't start in the diner with Alex. It started three years ago in my bedroom. And I haven't left that room since. The killer dead at my feet on the floor.

Michelle lying on the bed. Bullet holes like rubies on her chest. Our baby's cry cut short, the absence of it heavy in the air. That gunshot, like an exclamation mark to end it all, the answer to all my questions, had already rung out a long time ago, even its echoes gone. The gun was fused to my hand from that moment on. That room inside me everywhere I go.

Especially now- as the city presses close to the windows of the car, its monstrous heartbeat under the tires. My squinted eyes in the rearview mirror. My hands numb and held awkwardly behind my back. Everything that came after that room is a hopeless mess, a chaotic swirl, rising nausea that tastes like rust in my mouth.

To make any kind of sense of it, I need to go back three years. Back to the night the pain started...

GETTING STARTED

SYSTEM REQUIREMENTS

MINIMUM (MINIMUM GRAPHICAL DETAIL):
450 MHz Intel or AMD compatible processor
96 MB RAM
16 MB Direct3D Compatible Graphics Card

Equals 3DMark2001 Score of 900 3D Marks

RECOMMENDED (MEDIUM GRAPHICAL DETAIL):
700 MHz Intel or AMD compatible processor
128 MB RAM
32 MB Direct3D Compatible Graphics Card

Equals 3DMark2001 Score of 2200 3DMarks

GENERIC REQUIREMENTS:
DirectX 8.0
DirectSound Compatible Sound Card
Mouse + Keyboard
Microsoft Windows 95/98/ME/2000

To test how many 3Dmark2001's your PC has, go to www.madonion.com.

INSTALLING THE GAME

TO INSTALL MAX PAYNE:

Insert the game CD to your CD-ROM drive.

If your CD-ROM drive has AutoPlay enabled, you will see a menu open up. Click on the "Install Max Payne" button and follow the instructions.

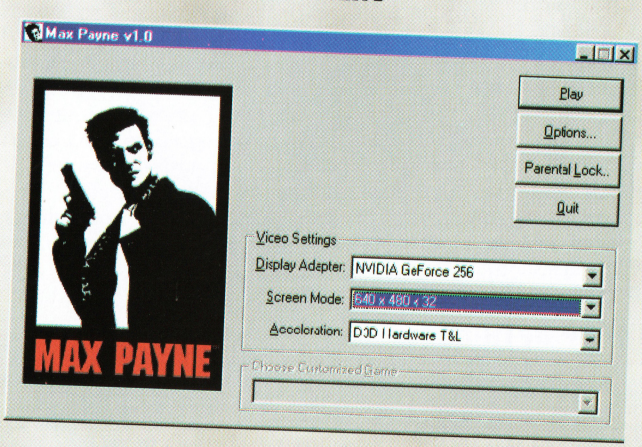
If AutoPlay is not enabled, double-click on the "My Computer" icon on your desktop.

Double-click on the CD-ROM drive icon and follow the instructions.

If you don't see a menu opening up, click on the "install.exe" icon.

Note for Windows 2000 and Windows XP users: You must have administrator access rights on the computer to be able to install Max Payne.

START-UP AND OPTIONS MENU



Before you start to play, you may adjust the display adapter, screen mode and acceleration in the Start-up menu.

Display adapter is the default 3D Graphics card in your system. If you have two display adapters in your system you can have two of them visible here.

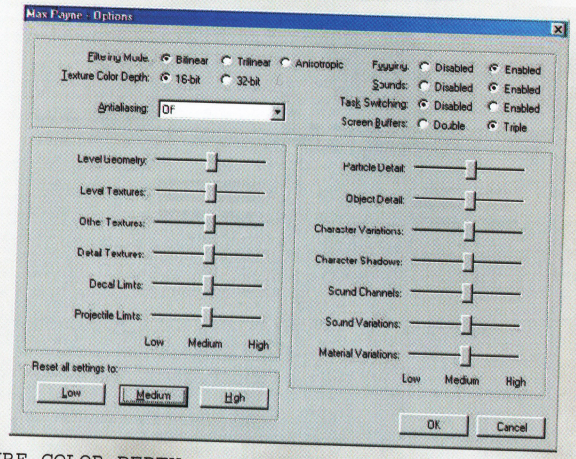
SCREEN MODE: Selects the resolution and color depth of the graphics. x 32 means 32bit color depth which look better but can cause performance slow down especially on older graphics cards.

ACCELERATION: Newer graphics cards support "D3D Hardware T&L" which should be used if available. Otherwise it's normal to have only "D3D Software T&L" available as the selection.

You may also click on the Options menu, where you may alter factors that relate to the level of content detail. The installer will have taken your computer's performance into account and adjusted this to suit your PC. However, you may choose to alter these settings. Note that only higher performance computers will have well-playable frame rates with the higher detail settings. The following may be altered:

START-UP OPTIONS

FILTERING MODE
Select Bilinear, Trilinear or Anisotropic filtering. This setting affects the texture filtering quality all surfaces and objects such as walls and characters. Trilinear or Anisotropic settings may reduce performance and we recommend that they be used only on high-end graphics cards.



TEXTURE COLOR DEPTH
Select 16- or 32-bit texture color depth. Although 32-bit textures improve the image quality, we recommend using 16-bit texture color depth as 32-bit textures take four times as much memory. We recommend using 32-bit textures only if you have 256 MB of system memory and a 64MB graphics card.

ANTIALIASING
Setting Antialiasing on will improve the image quality. Antialiasing is only supported by a few high-end graphics cards and will reduce performance.

FOGGING
Enable or Disable fogging. We recommend that you keep fogging on unless you have problems running the game.

SOUNDS
Enable or Disable sound effects and music.

TASK SWITCHING
Disable task switching to allocate certain keys ALT & Tab.

SCREEN BUFFERS
Select either Double or Triple. We recommend using Triple Buffering. Triple Buffering may give you a smoother frame rate, but will consume more video memory thus possibly making highest resolutions unavailable or reducing the game performance.

LEVEL GEOMETRY
Affects the level of detail in the game environment. Higher settings will for example make smoother curved surfaces and better quality dynamic lighting. The high setting should only be used on high-end graphics cards.

LEVEL TEXTURES
Affects the quality of textures in the game environment. The high setting will require more system and video memory.

OTHER TEXTURES
Affects the quality of other textures such as characters and weapons. The high setting will require more system and video memory. This affects the graphic novel textures, low settings may cause blurriness.

DETAIL TEXTURES
Setting this high will add a detail texture to the game environment. As it impacts performance heavily, we recommend using detail textures only on high-end graphics cards. Warning: If you have problems running the game, set this slider to medium or low (thus disabling detail textures).

DECAL LIMITS
Affects how many bullet holes are shown at the same time in the same room. When the limit is reached, no more bullet holes are generated.

PROJECTILE LIMITS
Affects how many shell casings and bullets are shown at the same time in the same room. If projectile limit is set to low, shell casings are not shown.

PARTICLE DETAIL
If particle detail is set to low, some particle effects such as snowstorms will be disabled.

OBJECT DETAIL
If object detail is set to high, characters, weapons, bullets and shell casings have more detail.

CHARACTER VARIATIONS
Affects how many different looking characters there are in the game environment. Low means 1 variation, medium 2 variations and high 6 variations. A higher setting will require more video and system memory.

CHARACTER SHADOWS
Affects the detail of character shadows. Selecting low will disable character shadows.

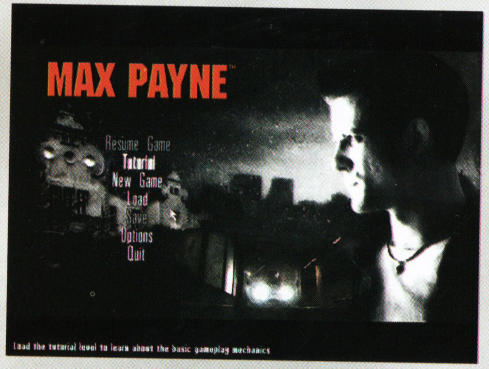
SOUND CHANNELS
Controls the amount of sound channels used by the game. Low means 8 channels, medium 10 channels and high 12 channels. A higher setting may require a faster CPU.

SOUND VARIATIONS
Controls the amount of sound variations such as bullet hit sounds and shouts in the game. Low means no variation, medium 2 variations and high enables all variations.

MATERIAL VARIATIONS
Affects the amount of different types of surface materials in the game environment. A higher setting requires more system and video memory.

MENUS AND INTERFACE

MAIN MENU



RESUME GAME
This selection loads up the last saved game and let's you jump right back into your previous game session.

TUTORIAL
You can select Tutorial if you want to go through a brief training course on the controls and how to play the game. It's recommended that you try out the Tutorial before jumping into the game.

NEW GAME
This option let's you start a new game session. After selecting a new game, you will need to select the gameplay mode. Different gameplay modes (Fugitive, Hard-Boiled, Dead on Arrival and New York Minute) are explained later in this manual.

LOAD (QUICKLOAD HOTKEY: F9)
Opens up the Load Game menu screen.

SAVE (QUICKSAVE HOTKEY: F5)
Opens up the Save Game menu screen. You can select one of the 10 savegame slots to store the current gameplay situation. Saving is only available if you have an existing gameplay session running.

By pressing the Quicksave button, you may Quicksave a game without going to the menus. Hint: It is a good idea to save every now and then to avoid replaying longer stretches in case Max dies. There are two quicksave slots - The latest Quicksave will replace the older of the two quicksaves.

Your savegames are stored in the "My Documents" folder. You may also use the Save Menu to store your saved game. To do this, return to the Main Menu and select Save Game. Highlight one of the slots and press Enter or click the left mouse button on the slot.

OPTIONS
Opens up the Options menu.

LOAD GAME MENU
You may select any of the older saved games from the Load Game menu. When you move the mouse cursor over any of the saved games, a screenshot indicating the saved situation is shown in the upper right corner.

Highlight the game you want to load and press Enter or click the left mouse button to load it.

The game automatically saves the game situation between each map change.

OPTIONS MENU

CONTROLS
Allows you to reconfigure movement and combat keys. Mouse sensitivity can also be changed from the Controls menu.

GAME
Game menu contains the following settings:

SHOW CROSSHAIR
Allows you to toggle the aiming crosshair on/off.

ENABLE AUTOAIMING
By default, the game helps the player to aim more accurately. You can disable this feature, if you feel skilled enough.

AUTO WEAPON CHANGE
If you turn Auto Weapon Change on, Max will automatically switch to a better weapon when he picks it up.

ENABLE GAMEPLAY TIPS
In some cases during the game, you will be shown different tips on how to use weapons or items. If you feel familiar with the game, you can unmark this checkbox and the tips won't be shown.

VIDEO
The Video menu contains the following settings:
TEXTURE SHARPNESS
Adjusts the mipmap bias, thus resulting into crisper or smoother texture look.

BRIGHTNESS
Adjusts the display brightness of the game. It is recommended that you check your monitor settings first, before changing the game brightness.

RESTORE DEFAULTS
Resets the original Texture Sharpness and Brightness values.

AUDIO
The Audio menu contains the following settings:

MUSIC VOLUME
Allows you to change music volume

EFFECTS VOLUME
Allows you to change sound effect volume

RESTORE DEFAULTS
Resets the original music and sound effect volumes.

CONTROLLING THE GAME

The controls in Max Payne are customizable.

PAUSING THE GAME ("P" KEY)
Using the Pause key allows you to pause the animation, and is a cool way to check out details via the panning camera.

MISSION OBJECTIVES ("F2" KEY)
Max can get key information on his mission objectives. This is useful if you've been away from the game for a while.

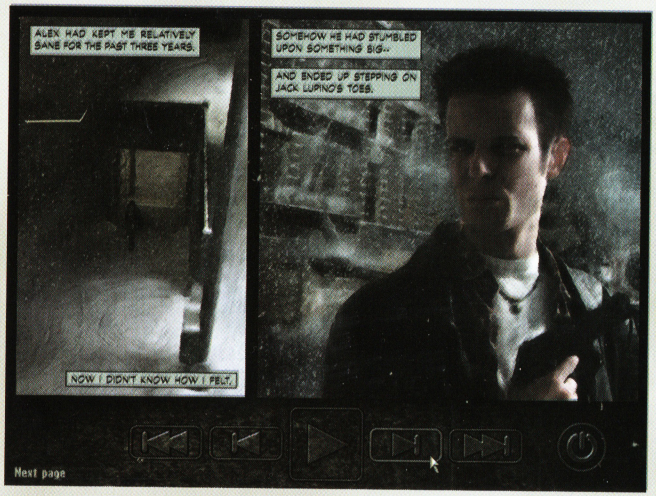
	Primary	Secondary
Forward	W	Up
Left	A	Left
Back	S	Down
Right	D	Right
Crouch	C	R_Alt
Use	E	Enter
Jump	Space	Keypad_0
Reload	R	
Sniper Zoom	Use Key	
Shoot	LMB	
Shootdodge	Move + RMB	
Bullet Time	RMB	
Painkillers	TAB	Backspace
Pause	P	Pause
Best Weapon	G	
Melee	1	
Handguns	2	
Shotguns	3	
Automatic Weapons	4	
Explosives	5	
Sniper Rifle	6	
Next weapon	Mousewheel	[
Last weapon	Mousewheel	]

USING ITEMS (USE KEY)
The world of Max Payne is very interactive and Max is able to use many items. Pressing the Use key in the proximity of a usable item will make Max perform a relevant action. Max can open drawers and lockers, pick up specific items, use switches and control panels, or examine leads and read notes that he finds.

When Max is in the proximity of an interesting item or a lead, his head will turn to look in that direction and an exclamation mark ("!") symbol will appear on screen above Max's head. You can then search the area to find what Max was interested in.

Note that using some items may trigger graphic novel sequences. To review these sequences later, press F1.

THE GRAPHIC NOVEL


ALEX HAD KEPT ME RELATIVELY SANE FOR THE PAST THREE YEARS.
SOMEHOW HE HAD STUMBLED UPON SOMETHING BIG...
AND ENDED UP STEPPING ON JACK LUPINO'S TOES.
NOW I DIDN'T KNOW HOW I FELT.
Next page

Max Payne's Graphic Novel appears throughout the game and it drives the twisting roller coaster of a story. The Graphic Novel introduces new surroundings, characters, plot twists and reveal relevant information that Max Payne will need to uncover the truth.

PLAY MODE
When you encounter new pages of the Graphic Novel in the game, it will be in "Play Mode", which advances the story automatically page by page with no user intervention required. Just sit back and enjoy the show, complete with full voice acting and sound effects, and you will be returned to the game as soon as the current pages are completed.

BROWSE MODE
By pressing the spacebar during the Graphic Novel, you can enter "Browse Mode". The voice dialog and sound effects will stop and you will be given full control of the Graphic Novel's pages via a control bar similar to a DVD player.

These controls allow you to browse backwards or ahead one page (or chapter) at a time, just like a book. You can also exit back to the game at any time, or restart the graphic novel by hitting the Play Button.

REVIEW MODE ("F1" KEY)
At any time during the game, you can press the F1 Key and browse through the Graphic Novel up to your current location. This is very handy if you've forgotten who a character is, or have been away from the game for a while.

THE GAME WORLD

WEAPONS SNEAK PEEK

Max has a dozen weapons at his disposal, giving him a deadly arsenal with which to battle the murderous enemies that stalk him in the dark night of the city. To get you started, we've included essential information on four of them.

Remember that each weapon will automatically reload when it runs out of ammo, or you can manually reload anytime by pressing the ("R" by default) key.

BERETTA

The Beretta is a 9mm semi-automatic handgun that will work well in close combat but is less accurate over long distances. The punch of the weapon is limited, especially against hardened enemies but the rate of fire makes up for this. The Beretta carries an extended clip that holds 18 bullets. Max Payne can hold two Berettas (as soon as he has found a second one), one in each hand, to achieve a deadly rate of fire.

PUMP-ACTION SHOTGUN

The Pump-Action Shotgun is a standard police issue twelve-gauge shotgun. Lethal at close quarters, but due to the spread of the pellets it is less efficient at a distance. The shotgun loads up to seven shots.

DESERT EAGLE

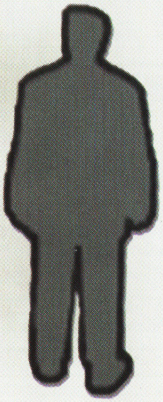
The Desert Eagle is a high-power handgun that packs a lot of stopping power and is very accurate. However, due to the recoil of this high caliber weapon, the rate of fire leaves room for improvement. The Desert Eagle carries 12 bullets in the clip.

MOLOTOV COCKTAIL

A classic weapon since the 1940s, the Molotov Cocktail is simple but deadly. This glass bottle filled with flammable liquid can be thrown with devastating effect at the enemy. Max Payne can also use Molotov Cocktails to get at enemies behind obstacles, and by throwing them onto the ceiling and having a deadly rain of fire fall down on the enemy. Remember, careless use of Molotov cocktails can also harm Max, and coming into contact with burning enemies will hurt Max as well.

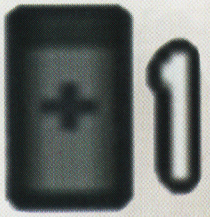
MAX'S HEALTH

On the bottom left hand side of the screen you can see the Pain Bar in the form of a silhouette of Max Payne. This indicates the level of pain that Max Payne is in at any given time. Once a high degree of pain is reached, Max's movement will slow down and he will start to limp. Once the pain bar is full Max Payne will die. Like action heroes in the movies, Max never stays down. Even when badly hurt, he will slowly regain a little health, and will quickly be ready to dive back into the action.



PAINKILLERS

Reduce pain by using the painkillers found in various locations in the game. You can carry a maximum of 8 at any one time. Keep in mind that when you take a painkiller it only heals a fraction of Max's total health, and it will take a few seconds for it to take full effect, as indicated by a faded red color. This faded red color indicates the real health status of Max, and further damage to Max will be added on top of the faded red, not the solid red. So, you may choose to take a painkiller (or painkillers, as needed) and let them take full effect before entering further combat against the enemies.



BULLET TIME™

(STAND STILL + BULLETTIME KEY/RMB)

Bullet Time is the heart of Max Payne's combat maneuvers. When pressed into a tight spot Max can activate Bullet Time, which will slow the action around him, while allowing him to aim his weapons in real-time. This is very effective for getting the drop on multiple enemies and even allows Max to dodge oncoming bullets.

You can use Bullet Time as much as you want, but it is a limited resource and it will drain over time as indicated by the hourglass in the lower left of the screen. Once activated Bullet Time can be toggled on and off by pressing the Bullet Time Key again. Max will gain a little more Bullet Time for every enemy he takes out.

Also, using Bullet Time while sniping will help your aim. You will naturally not be able to shootdodge when using the sniper rifle.

SHOOTDODGING™

(LEFT, RIGHT, FORWARD OR BACK + BULLET TIME KEY/RMB)

In addition to normal dodges and Bullet Time, Max can also Shootdodge.

By pressing Left, Right, Forward or Back and the Bullet Time Key, Max will do a Shootdodge dive in slow motion in that direction. This will cost you a little Bullet Time each time you do this maneuver, but it will give you an incredible edge in combat. If you don't have any Bullet Time left, Max will do a normal rolling dodge instead of a slow motion Shootdodge and you will hear a warning sound.

You may also choose to configure a separate Bullet Time Toggle key in the menus, pressing Bullet Time Toggle (even when in motion) will simply place Max in to Bullet Time without performing a shootdodge.

Remember, that by Shootdodging, the action slows around Max, but he can still aim in real-time. Use this to your advantage.

DODGING

(LEFT, RIGHT OR BACK KEY + JUMP KEY/SPACEBAR)

The dodge is an effective defensive move and can be performed in any direction, except forward, which results in a regular forward jump. Dodging is performed by selecting the direction (Left, Right or Back) and pressing the Jump Key simultaneously. By performing dodges, Max can avoid getting shot by the enemies who are trying their best to put nails in his coffin.

CINEMATIC SHOTS

During combat, the game sometimes performs Cinematic Shots, where the camera moves to highlight the action (enemies flying backwards in slow-motion, etc). Bullet cam is sometimes used with the sniper rifle. This is not only helpful in aiming, but also shows a very cool perspective of the action. You can interrupt some of the cinematic shots by pressing the Use key.

PARENTAL LOCK

The Parental lock is available in the startup dialog. As Max Payne is intended for mature audiences, responsible parents and more sensitive players should switch on the Parental Lock, which will exclude more graphic sequences. This will also disable the graphic novel screens as the gritty crime-thriller story contains subject matter best suited for mature viewers.

DIFFICULTY AND ADDITIONAL GAMEPLAY MODES

FUGITIVE

This is the default gameplay mode and the only one available after you've installed the game. When playing the Fugitive gameplay mode, the game uses a self-adjusting skill level system. The enemies will alter their behavior and performance according to how well Max Payne is doing. This implies that if you are encountering difficulty, the game will adjust the behavior and reactions of the enemies in your favor. Naturally, if you are breezing through, the enemies will rise to the challenge.

When you have completed the game for the first time, you also unlock the following additional gameplay modes:

HARD-BOILED

A more challenging version of the game. Max's healing process is slower and his health lower. Autoaim is scaled down. You have to complete the game in the Fugitive mode to access the Hard-Boiled mode.

DEAD ON ARRIVAL

The real challenge. No holds barred anymore, this is only for the advanced players. Beating Dead on Arrival mode is the true mark of a hardcore gamer. No autoaim here and the bad guys are really beefed up (go for those headshots!). Max's health is the same as in Hard-Boiled but his healing is drastically toned down, and you have only 7 save games to complete each map. You have to complete the Hard-Boiled mode to access the Dead on Arrival mode.

NEW YORK MINUTE

This is a hectic mode for speed-running. Each map starts out with a timer ticking down. If the timer reaches zero, Max is out. Taking out enemies buys you more time. Graphic novels and cinematics stop the timer and the timer slows down in Bullet Time.

GENERAL GAMEPLAY TIPS

If Max crouches (by using the Crouch Key) during a gunfight, he presents a smaller target and is therefore slightly less likely to get hit. Crouching behind obstacles in combat may give you the required second or two to reload your weapon before diving back into the action. Crouching will also make your sniper rifle more steady.

Make full use Shootdodging and Bullet Time. They will allow you to get the drop on bad guys, aim easier and take less damage. The game can be very difficult without using these modes.

A good tactic in gun fights is to keep moving - don't be an easy target by standing still! Move side-to-side, do evasive rolls, and hide behind pillars and walls when you reload.
Search everywhere! There are items hidden in crates, drawers, cabinets, lockers, under beds and more. You are usually rewarded for exploring the environment and you never know where those painkillers are hiding.

Another important point with Max Payne is that it's the first game to realistically model individual bullets, as opposed to traveling from your gun to your target in an impossibly fast instant. So, if your target is quite a ways away, your shots will take a noticeable fraction of a second to reach your target. When you activate Bullet Time, you'll actually get to see bullets whizzing very quickly through the air as everything is slowed down-an effect never seen in a game before this.

Don't pass up notes, tv or radio broadcasts or other things Max is interested in while you are playing. Take the time to use these items and get information and story. You may also find it useful to review the Graphic Novel at times.

CREDITS

Max Payne was developed and designed by Remedy Entertainment Ltd. Produced by 3D Realms.

SAKU LEHTINEN, PETRI LJUNGBERG, KIM SALO, MARKUS STEIN, SAMULI VIIKINEN, OLLI TERVO, MATIAS MYLLYRINNE, KIIA KALLIO, JUSSI RÄSÄNEN, PETTERI SALO, AKI MÄÄTTÄ, MATIAS KAMULA, SAM LAKE; BOTTOM ROW: MARTY HOWE, MIKA REINI, MARKO LENONEN, PETRI JÄRVILEHTO, SAMI VANHATALO, HENRI BLÅFIELD, PETER HAJBA, MARKUS MÄKI, TERO TOLSA, JAAKKO LEHTINEN, ANSSI HYYTIÄINEN.

REMEDY'S MAX PAYNE DEVELOPMENT TEAM

PROJECT LEAD	PETRI JÄRVILEHTO
STORY AND SCREENPLAY	SAM LAKE
PROGRAMMING LEAD	MARKUS STEIN
GRAPHIC DESIGN LEAD	SAMI VANHATALO
LEVEL DESIGN LEAD	SAMULI VIIKINEN
PROGRAMMING	JAAKKO LEHTINEN
	JUSSI RÄSÄNEN
	KIM SALO
	OLLI TERVO
	PETTERI SALO

LEVEL DESIGN	AKI MÄÄTTÄ
	ANSSI HYYTIÄINEN
	MARTY HOWE
	SAKU LEHTINEN
MODELING	HENRI BLÅFIELD
ANIMATION	PETER HAJBA
TEXTURE ART	AKI MÄÄTTÄ
	MARKO LEINONEN
	PETER HAJBA
	SAKU LEHTINEN
	TEEMU HEINILEHTO
PARTICLE ART	PETER HAJBA
CINEMATICS	ANSSI HYYTIÄINEN
	SAKU LEHTINEN
MENU AND HUD ART	MARKO LEINONEN
SOUND AND VOICE TRACKS	PETER HAJBA
GRAPHIC NOVEL ART	KIIA KALLIO
	SAMI SARAMÄKI
STARTUP MOVIE	MARKO LEINONEN
SKYBOX ART	EETU MARTOLA
BUSINESS AND FINANCE DIRECTOR	MATIAS MYLLYRINNE
CHAIRMAN OF THE BOARD	MARKUS MÄKI
OFFICE MANAGER	MIKA REINI
IT SUPPORT	PETRI LJUNGBERG
ADDITIONAL LEVEL DESIGN	TERO TOLSA
ADDITIONAL ART	MATTI KAMULA

ALSO CONTRIBUTED TO MAX PAYNE

MANAGEMENT	SAMULI SYVÄHUOKO
	ANUJ DESAI
WEAPONS CONSULTANT	OSSI TURPEINEN
ADDITIONAL SOUNDS	TERO KOSTERMAA
PROGRAMMING	MIKA TAMMENKOSKI
	JANI KAJALA
ADDITIONAL PROGRAMMING	TIMO AILA
PRODUCED BY	GEORGE BROUSSARD & SCOTT MILLER

"ADDRESS UNKNOWN" AND "THE VOID" VOICE ACTING BY MARKO SAARESTO.

CAPTAIN BASEBALLBAT-BOY COMIC STRIP ART BY MARKO SAARESTO.

ADDITIONAL GRAPHIC NOVEL PHOTOGRAPHY BY JONNE REIJONEN.

TEXT EDITING BY NAVID KHONSARI, WILLIAM HASKINS AND AKI SAARIAHO.

GRAPHIC NOVEL MODELS (IN ORDER OF APPEARANCE)
SAM LAKE, JANI NIIPOLA, TUULI REIJONEN, AKI SAARIAHO, TEEMU JÄRVI, MR. WILLIE T., CANDY DAWN (AS HERSELF), MARKO SAARESTO, JONNE REIJONEN, MIKA VEIKKOLAINEN, RAMI LEHTIMÄKI, CAROL KIRIAKOS, JONNE SAVOLAINEN, KIIA KALLIO, JUSSI RISSANEN, TUULA JÄRVI, AKI JÄRVILEHTO, MARKKU JÄRVI AND MARKUS STEIN.

ALSO MODELED
JENNY JÄNNÄRI, MARKO HELIN AND SAKU HELIN.

ADDITIONAL MODELS
MICHEL SCHIVUTE, AKI MÄÄTTÄ, MIKA TAMMENKOSKI, ILKKA KOHO, ULRIK HENRIKSEN, ARTTURI TARJANNE, JAAKKO LEHTINEN, SCOTT MILLER, PAUL BONNETTE, RICHARD HUDDY, TERO KOSTERMAA, HENRI BLÅFIELD, MATTI SIHTO, MARIA LEMMETYINEN, LEMMY KOOK JENSEN, OSSI TURPEINEN, JUSSI RÄSÄNEN, ANUJ DESAI, ALAJOS HAJBA, RICK RAYMO, FRANK "OMPPU" SALONIUS, THOR- GUSTAF WIKSTEN, TOMMI WESTERBERG, PEKKA TAPANINEN, KAI-EERIK KOMPPA, JUSSI LAAKKONEN, MIKA TUOMI, KAJ TUOMI, ARMAN ALIZAD, TIM PRESSLEY, SKOLL, JANNE "PSYCHOJET" SORMUNEN, BEN DE WAAL, MICHAEL GODDARD, ERIK POJAR, HARRI LESKINEN, MICKO "PIXEL" IHO AND PETRI JÄRVILEHTO.

TEST TEAM
JOE GREENE, JOE HOWELL, OSWALD GREENE AND LANCE WILLIAMS.

GODGAMES MARKETING & PR
ANDREA VILLAREAL, BEN CONDIT, BENJAMIN LIPPERT, BILL NADALINI, CHAD LOVELL, DAVID EDDINGS, DEVIN WINTERBOTTOM, DIANNE VAUGHN, JEFF SMITH, JENNY JEMISON, JIM BLOOM, JOHN GIBSON, JOSH GALLOWAY, MIKE WILSON, RUSSELL HUGHES, AND WILLIAM HASKINS.

ROCKSTAR MARKETING & PR
ADAM TEDMAN, AMY SALZMAN, COREY WADE, JENNIFER KOLBE, KEVIN HOPKINS, AND TERRY DONOVAN.

THANKS:
REMEDY WOULD LIKE TO THANK, ACKNOWLEDGE AND CREDIT THE FOLLOWING FOR THEIR HELP AND SUPPORT THROUGH OUT THE DEVELOPMENT OF MAX PAYNE:

ABOVE ALL A HUGE THANK-YOU TO SCOTT MILLER AND GEORGE BROUSSARD FOR PRODUCING MAX PAYNE, GUIDING AND HELPING US IN SO MANY WAYS. WITHOUT THEM THIS WOULD NOT HAVE BEEN POSSIBLE.

THANKS TO EVERYONE AT 3D REALMS; LUDWIG NEUBERGER, TOM RINALDI, EDWIN VAN PUFFELEN, MIKE ANDERSEN, JANI PENTTINEN AND TIM SWEENEY; ALL AT HYBRID, HOUSEMARQUE, PRO-AV AND PLENWARE; MATTI SIHTO, SATU TOIVONEN, KARI KORHONEN AND OUTI AALTO-WAHLSTEDT AT TEKES; THE GUYS AND GALS AT MADONION.COM, ESPECIALLY AKI "AJ" JÄRVILEHTO, LEENA KUUSINIEMI, PERTTI KAINULAINEN, SANNA YLIRUKA, TANJA MESKI, PATRIC OJALA, THE 3DMARK TEAM, ILKKA KOHO, JANI JOKI, TUUKKA TAIPALVESI AND MANY OTHERS WHO HAVE HELPED US ALONG THE ROAD; MICHAEL GODDARD, BRAD CRAIG, MATS PETERSSON AND ELIAS SLATER AT AMD; REX SIKORA AND JEFF ROYLE AT ATI; MIKA TUOMI AND JUHA TAIPALE AT BITBOYS; ANDREA D' ORTA AND DANIEL PEACOCK AT CREATIVE; MARK BUTLER AND JOHN HOWSON AT IMAGINATION TECHNOLOGIES; HAIM BARAD, FRANCOIS PIEDNOEL, YOHAI MERZEL AND RONEN ZOHAR AT INTEL; CHAS BOYD, BRIAN MARSHALL AND MARK KENWORTHY AT MICROSOFT; MARK DALY, BEN DE WAAL AND RICHARD HUDDY AT NVIDIA; RAJA KODURI AT VIA/S3; JOE KREINER AT ST MICROELECTRONICS; MARTIN HAUFSCHILD AND EWA KIRJAVAINEN AT ELSA (THANK YOU FOR ELSA GLADIAC 920'S); DONNA ST. DENNIS, JUAN GUARDADO, ALLAN THIFFAULT, DAN WOOD, JOHN SMITH AND JASON DELLA ROCCA AT MATROX; MATTHEW BURTON, LORI MEZOFF, AND ANDREA SCHNEIDER AT TSI; MIKE AND KEVIN FOR SECURITY AND GUIDANCE IN NYC; FOR INSPIRATION IN FURNITURE DESIGN LE CORBUSIER AND ALVAR AALTO; ANNE ISOMURSU, MATTI PYYKKÖ AND TUOMAS JÄÄSKELÄINEN FOR SOURCE MATERIAL FROM "HELSINKI GRAFFITI"; TODD HOLLENSHEAD AND ID SOFTWARE INC. FOR PERMISSION TO USE AND MODIFY THEIR END USER LICENSE AGREEMENT; ALAN MURTA FOR USE OF HIS GPC LIBRARY; JONATHAN RICHARD SHEWCHUK, AT UNIVERSITY OF CALIFORNIA AT BERKELEY FOR USE OF HIS TWO-DIMENSIONAL QUALITY MESH GENERATOR AND DELAUNAY TRIANGULATORÃ, TRIANGLE, IN MAX-ED.

IN MEMORY OF DOUG MYRES.

TECH SUPPORT

Having a problem getting your game to run? Problems with DirectX? Problems with sounds? Please check the file readme.html on the Max Payne CD for last minute information and answers to frequently asked questions (FAQ's). Questions about the game environment, please check out game environment FAQ's.

Do you want to ask a specific technical question? E-mail us directly at:

support@talonsoft.com.

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are Monday - Friday from 9 a.m. to 5 p.m. Eastern Time.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this "Agreement"), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Remedy Entertainment Ltd. and Gathering of Developers I, Ltd., (collectively, the "Owner") regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

Grant of Limited Non-Exclusive License. This Agreement permits You to use one (1) copy of the software program(s) (the "SOFTWARE") included in this package for your personal use on a single home or portable computer. The SOFTWARE is in "use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CD-ROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner; this Agreement shall not serve as such necessary special network license. Installation on a network server constitutes "use" that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof.

Intellectual Property Ownership. Owner retains all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the "ACCOMPANYING MATERIALS"), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by United States copyright law and applicable copyright laws and treaties throughout the World. All rights are reserved. The SOFTWARE and ACCOMPANYING MATERIALS may not be copied or reproduced in any manner or medium, in whole or in part, without prior written consent from Owner. Any persons copying or reproducing all or any portion of the SOFTWARE or ACCOMPANYING MATERIALS, in any manner or medium, will be willfully violating the copyright laws and may be subject to civil or criminal penalties.

SOFTWARE Backup or Archiving. After You install the SOFTWARE into the permanent memory of a computer, You may keep and use the original disk(s) and/or CD-ROM (the "Storage Media") only for backup or archival purposes.

Restrictions. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or otherwise using for profit any levels, level packs, add-on packs, sequels, characters or other components or items created by utilization of the SOFTWARE's level editor and/or based upon or related to the SOFTWARE or ACCOMPANYING MATERIALS. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

Limited Warranty and Warranty Disclaimers.

LIMITED WARRANTY. Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse.

CUSTOMER'S REMEDY. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE or ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they

become available, over to Owner.

WARRANTY DISCLAIMERS. EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS= CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT.

NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.

LIABILITY LIMITATION. To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose,

IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT; INCIDENTAL; OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Product Support and Updates. This SOFTWARE is intended to be user-friendly and limited

product support is provided by Owner as specified in the ACCOMPANYING MATERIALS.

Jurisdiction. TEXAS LAWS GOVERN THIS AGREEMENT, REGARDLESS OF EACH STATE'S CHOICE OF LAW PRINCIPLES, WITH A FORUM AND VENUE OF DALLAS COUNTY, TEXAS. This Agreement may be modified only by a written instrume7nt specifying the modification and executed by both parties. In the event that any provision of this Agreement shall be held to be unenforceable, such provision shall be enforced to the greatest possible extent, with the other provisions of this Agreement to remain in full force and effect.

Entire Agreement. This Agreement represents the entire agreement between the parties, and supersedes any oral or written communications, proposals or prior agreements between the parties or any dealers, distributors, agents or employees.

U.S. Government Restricted Rights. The SOFTWARE and the ACCOMPANYING MATERIALS is provided with RESTRICTED RIGHTS (as found in 48 C.F.R. '52.227-7013). This provision only applies if the U.S. Government or any of its entities obtains this SOFTWARE either directly or indirectly. Owner created this SOFTWARE and the ACCOMPANYING MATERIALS exclusively with private funds. Additionally, information contained in this SOFTWARE and the ACCOMPANYING MATERIALS is a trade secret of Owner for all purposes of the Freedom of Information Act or otherwise. Furthermore, this SOFTWARE is "commercial computer software" subject to limited use as set forth in any contract that may be entered into between the seller and the governmental entity. Owner owns, in all respects, the proprietary information and proprietary data found in the SOFTWARE and the ACCOMPANYING MATERIALS.

U.S. DEPARTMENT OF DEFENSE PERSONNEL. Owner only sells this SOFTWARE and the ACCOMPANYING MATERIALS with "Restricted Rights" as defined in DFARS 52.227-7013 (also found at 48 C.F.R. '252.227-7013). Any U.S. Government use, duplication, or disclosure is subject to the restrictions including, but not limited to those found in the Rights in Technological Data clause at DFARS 52.227-7013 (48 C.F.R. '252.227-7013) that may be amended from time to time.

NON-DEPARTMENT OF DEFENSE PERSONNEL. Other governmental personnel are on notice through this Agreement that any use of this SOFTWARE and the ACCOMPANYING MATERIALS is subject to similar limitations as those stated above, including but not limited to, those stated in Commercial Computer SOFTWARE -- Restricted Rights found in 48 C.F.R. '52.227-19, that may also be amended from time to time. Manufacturer is Owner at the location listed below.

U.S. Export Laws Prohibitions. By opening the sealed software packaging and/or installing or otherwise using the SOFTWARE and ACCOMPANYING MATERIALS, You also agree and confirm that the SOFTWARE or ACCOMPANYING MATERIALS and any of the SOFTWARE's direct products are not being and will not be transported, exported or re-exported (directly or indirectly through the Internet or otherwise) into (or to a national or resident of) any country forbidden to receive such SOFTWARE or ACCOMPANYING MATERIALS by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. You also agree and confirm that the SOFTWARE and ACCOMPANYING MATERIALS will not be used for any purpose that may be restricted by the same laws and regulations.

Termination. This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.

Program Transfer. You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANYING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement.

Equitable Remedies You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any breach(es) of this Agreement, in addition to any other available remedies.

Owner: If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing:

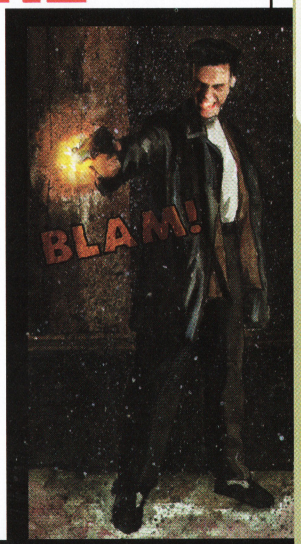
Gathering of Developers
2700 Fairmount Street
Dallas, Texas 75201
Attn: Customer Service

Max Payne and the Max Payne logo are trademarks of Remedy Entertainment,Ltd. and 3D Realms Entertainment. 3D Realms Entertainment and the 3D Realms logo are trademarks of Apogee Software, Ltd. Remedy and the Remedy logo are trademarks of Remedy Entertainment, Ltd registered in the EU. Take-Two Interactive Software,Inc. and the Take-Two family logo are registered trademarks of Take-Two Interactive Software, Inc. Godgames and the godgames logo are trademarks of Gathering of Developers, Inc. All other trademarks and trade names are properties of their respective owners. © 2001 Remedy Entertainment, Ltd. and 3D Realms Entertainment. All Rights Reserved.

Microsoft and Windows 95, Windows 98, Windows NT, Windows 2000, and Windows ME are registered trademarks of Microsoft Corporation. All other trademarks and trade names are properties of their respective owners. U.S. Government Restricted Rights

Manufactured in the U.S.A.

YOU'VE GOT NOTHING TO LOSE
AND EVERYTHING TO GAIN WITH THE
MAX PAYNE™
OFFICIAL STRATEGY GUIDE
FROM BRADYGAMES®
TAKE YOUR GAME FURTHER

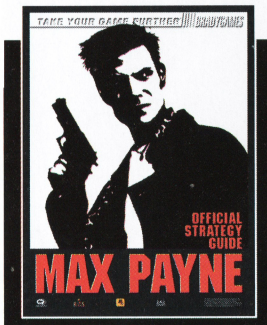


DISCOVER the best ways to seek revenge with detailed strategies for main chapters and multiple levels.

NAVIGATE through the seedy New York underground, with a comprehensive walkthrough including in-depth coverage of weapons and enemies.

UNCOVER mysteries with secrets and cheats revealed for various scenarios in the game.

MAXIMIZE the benefits of "bullet time" with the tips and hints provided.



To purchase the BradyGames Max Payne Official Strategy Guide, visit your local electronics, book, or software retailer. Also available online at bradygames.com

REMEDY™ GODGAMES 3D REALMS
TAKE2interactive BRADYGAMES® TAKE YOUR GAME FURTHER

ISBN: 0-7440-0086-6
UPC: 7-52073-00086-8
PRICE: $19.99 US / $28.95 CAN / £

CASE FILE MP2700FM
PAGE 46

DEVELOPED BY:

REMEDY™

PUBLISHED BY:

GODGAMES™

PRODUCED BY:

3D REALMS®

MATURE
M
CONTENT RATED BY ESRB

VIOLENCE
BLOOD

Max Payne and the Max Payne logo are trademarks of Remedy Entertainment, Ltd. and 3D Realms Entertainment. 3D Realms Entertainment and the 3D Realms logo are trademarks of Apogee Software, Ltd. GodGames and the GodGames logo are trademarks of Take Two Interactive Software, Inc. Remedy and the Remedy logo are trademarks of Remedy Entertainment, Ltd. in the EU © 2001 Remedy Entertainment, Ltd. and 3D Realms Entertainment. All Rights Reserved.